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VOL. 6, NO. 6

M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"

M.A.C.E.

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48150 and at additional mailing
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MI 48037. If you have a subscription
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address or call (313) 538-3649.

DISK SUBMISSIONS

Dave Zappa, St. Clair Shores
Voice 773-8551 BBS 771-4126
Bring disk to the monthly meeting or
send it to: MACE, PO Box 2785,
Southfield MI 48037 Attn: Dave Zappa

EDITORIAL CONTRIBUTIONS

Upload to the MACE BBS's, any officer's
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FROM THE ACTING PRESIDENT

Tom Sturza

I would like to say hello to all M.A.C.E. members and express my appreciation for all the help I have received since I assumed the role of acting President. I hope that the members will notice the changes that we are working so hard to implement!

Speaking of changes, we are thinking about restructuring the General Meetings. A sample agenda might look something like this:

- Business meeting
- Demos / presentations
- 15 minute break
- Meet in small discussion groups

The doors would still open about 7:00 P.M., with the meeting starting promptly at 7:30 P.M.

Volunteers are needed to handle many things each month. The following is a partial list of where M.A.C.E. needs your help:

Setting up and taking down tables and chairs before and after the General Meeting. These two items alone save M.A.C.E. \$50-\$100 per night.

Passing out the M.A.C.E. Journal. This job is much easier if 3-4 people help. Once the majority of members present have picked up their Journals, we need to place the remaining mailing labels on the Journals. This job goes much faster with 5-6 people helping.

Demos and presentations are needed each month. Since we currently do not have a program coordinator, your help in this area is even more appreciated. If you have something that you really like, why not show the rest of us? The only thing we ask in this area, is that demos of software are done using non-pirated copies of software! Both 8-bit and ST demos are needed.

Helping with the small discussion groups is the next area needing volunteers. I hope that many different topics can be covered in these smaller sub-meetings (a few different ones each month). Possible topics might be: computer languages (ASSEMBLER, BASIC, FORTH, LOGO, PILOT), Telecommunications (using a modem to access a BBS), non-game software (spread sheets, data

bases, word processing), Games (everybody's favorites), New User Info and ST information (maybe the ST SIG could run this one?).

The last area where we need your help is the M.A.C.E. Journal. We need items to print! Reviews, programs, comments, ads, you name it! We would prefer that your articles be submitted on disk (ie. AtariWriter files) or uploaded to our BBS's. We will gladly accept printed media if that is all you have available.

We also need people to help edit and put the Journal together each month. Afterall, the editor shouldn't have to do the whole job by his/her self!

Each month we receive many Journals from other user groups (in exchange for a copy of ours). We could use volunteers to read through these other journals and select the best to be re-printed in our Journal. It would be very helpful if we could also find people who would be willing to word process the selected articles or programs.

As you can see, there is a great deal that can be done by the membership, that does not require being an officer! However, don't forget that we need officers too! If you would like to offer your services, please provide us with your name, M.A.C.E. membership number, home telephone number and what you are offering to do. You can mail this info to the M.A.C.E. P.O. Box or drop it in the Suggestion Box at a General Meeting.

If you would rather talk to me about your offer to help, feel free to call me at home between the hours of 6-10 P.M. (I am usually available then). My telephone number is (313) 477-2345.

I want to thank all of you for your continuing support of M.A.C.E. and your willingness to get involved! Afterall, M.A.C.E. belongs to it's members!

A BASIC ONE-LINE PROGRAM

10 POKE 755,4:FOR T=1 TO 700:NEXT T:POKE
755,0:FOR T=1 TO 700:NEXT T:GOTO 10



SURVEY RESULTS

Reported by Paul R. Wheeler

The results have been compiled from the Survey Questionnaire that was published in the February journal and before I get to the first envelope, let me thank Antic Magazine whose survey that ran last year was the basis for our survey. And a big thanks to Charlie Jackson, Program Editor of Antic, who donated his compiler program, without which I probably would still be laboring over the figures. And also a big thanks to all those members who took the time to fill out the questionnaires and submit them (25% of the membership). Thanks!

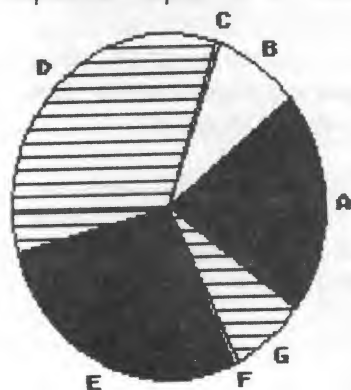
Now for the Survey...The first category is **Languages** and with no big surprise BASIC is the winner with a whopping 97% of the responders. The others were: Logo-20%, Assembly-17%, Action!, Forth and 'C' each 9%, Pilot-5%, and all others made up 7%.

In the category of **EXPERIENCE LEVEL**, 68% classified themselves as Intermediate, 24% as Beginners and 9% as Advanced. This was pretty close to Antic's results for experience level.

Now the envelope for the **MACHINES IN USE** please....and the winner is: the 800 with 51%, followed closely by the 800XL at 41%. The 130XE was a strong 3rd with 31% and the 400 logged in at 13%. The 600XL and the 1200XL were 1% each. To me the big surprise was the 520ST's at 11%, which isn't too bad for a machine less than a year old. And if your wondering why all these percentages total to much more than 100%, it seems that a majority of the members own more than one system. More on this at a later date.

And now for the **PERIPHERAL** owned by the membership. A very impressive 96% owned disk drives and a surprising 90% have printers. A not too shabby 68% have modems and on the low end of the totem pole was cassette owners at 44%, and most of these had drives also. [Software manufacturers please take note; no longer can "there are not enough drives in the Atari family to warrant the programing" be used as a valid excuse.]

As far as to what you want in the journal, the following will serve as capsule report:



MODEL	PERCENT
A: 130XE	20.81
B: 400	8.72
C: 400XL	0.67
D: 800	34.23
E: 800XL	27.52
F: 1200XL	0.67
G: 520 ST	7.38

	MORE	SAME	LESS
Type-in-programs	47%	38%	15%
Practical Applications	77	25	0
Financial	39	51	10
Games	11	46	43
Educational	44	47	9
Graphics	27	62	11
Music/Sound	23	60	17
Utility/Tutorials	72	25	3
Beginners' Easy	26	54	20
Artical w/o Programs	17	72	11
Atari News	49	50	1
Interviews	13	68	19
ST Series	23	59	18
Telecommunications	37	57	6
Printers	35	60	5
Robots Art/Intelligence	21	38	41
Cryptography	7	47	46
Product Reviews	61	35	4
New Products	66	32	2

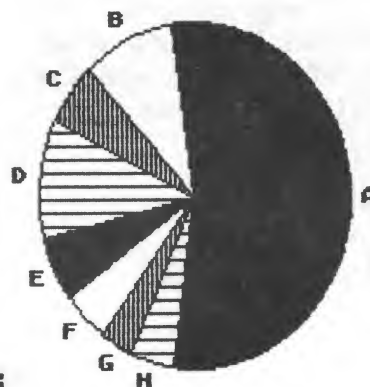
As you can see from this list, Practical Applications, Utilities / Tutorials, New Products and Product Reviews head the list of what you crave the most. While, Games, Robots and Cryptography top your least wanted list.

In 13 of the 19 categories surveyed, a majority do not want any changes in the present coverage mix. Typically about 30% want more coverage of a topic, while another 14% want less--with the remaining 66% wanting the coverage to remain the same.

Surprisingly, 65% want more product reviews and information about new products. I am sure the officers and editors will comply with your wishes in the future issues of the journal.

Next month I will report on the part of the survey that covered the meetings, New Users Forum, Group Purchases and additional comments. (Like "What would you like to see more of at the meetings? Response: 'ME!'; and "Let's have more question & answer session!"; etc.

If you would like to see further Surveys in the future, perhaps on an annual basis, let's hear from you. It's your way of letting us know so we can take the necessary steps to comply with your suggestions.



LANGUAGE	PERCENT
A: BASIC	54.64
B: ASSEMBLY	9.67
C: ACTION!	5.58
D: LOGO	11.52
E: FORTH	5.58
F: 'C'	5.20
G: PILOT	3.35
H: OTHERS	4.46



DISK DETECTIVE

Reviewed by D.F. Neff

Disk Detective (Datasoft, Inc., 19519 Business Center Dr., Northridge, CA 91324) is a disk editing utility for owners of ATARI 400/800 computers. The program which is written entirely in (listable) BASIC, had to be altered to run on my 800XL.

The intended market for this utility appears to be ATARI 400/800 owners who want to be more involved in computing, but for some reason, are not going to upgrade to the XL/XE series of computers.

Disk Detective is not intended to be a disk copier and no provision is made for copying multiple sectors. However, an ambitious person could copy short files one sector at a time.

When the disk is booted, a two choice MENU appears and asks you to decide between mapping your disk (Diskmap) and sector editing (Detective). Only the program you choose is loaded into memory from the disk. This allows Disk Detective to work in less than 16K.

The Diskmap program will plot the used sectors (*), empty sectors (.), and bad sectors (!) on your TV or monitor screen. No explanation is provided about why the sectors are bad, and no file identification is given on the map. When the mapping procedure is finished, a single keystroke will provide a hard copy of the map on your printer.

Diskmap is the program that had to be altered for use on my 800XL. To make the necessary change: load the Diskmap program, list it to the screen and then change line 122 to read:

```
122 CLOSE #2:OPEN #2,4,0,"D":GET #2,B
```

Once you have selected the sectors you're interested in (using the disk map), you must reboot the Disk Detective Disk and select "Detective" from the MENU. This will then display a new MENU that has six choices:

1. READ A SECTOR
2. DISPLAY A BUFFER
3. WRITE A SECTOR
4. ZERO A BUFFER
5. CHANGE BUFFER
6. EXIT PROGRAM

When you select #1, READ A SECTOR, you are asked to input the sector number. The sector you choose is then read and stored in the buffer. That's all that happens; it's read and stored - not displayed! The MENU will return and you must select option #2, DISPLAY A BUFFER, in order to get a display of the sector.

Now, looking at the display of the sector, you see the data you (may) want to change. Going back to the MENU, (oops, there goes the sector display), we select #5, CHANGE BUFFER. The program now asks you for the sector address of the byte to be changed. How do you know that without a display of the sector? Back to the MENU, select #2 again, get the address, go to the MENU, select #5, enter address and change the byte (whew!).

Did it work? How do you tell that without a display of the sector? Back to the MENU once more; select #2, yes the byte to be changed was changed. Now, return to the MENU and select option #3, WRITE A SECTOR. You have now changed one or more bytes in one sector. Are there other bytes in additional sectors to be changed? Repeat the above procedure!!

All of this menu shifting is not user friendly and in a very short time, the user is not computer friendly! A few GOTO or GOSUB instructions in the right places could eliminate such problems.

The brief instructions included with Disk Detective do a good job of explaining each program function. A brief tutorial on DOS VTOC's is also provided.

Summary: Disk Detective is intended to be a single disk editor, which does not eat up memory. It accomplishes this goal very well and at the same time shows the power available in using BASIC language. However, the constant need to return to the program MENU is a major draw back. Since these programs are written in BASIC, this situation could be changed relatively easily [ed. note: assuming you know how to program].

If I had less than 48K of memory, this would be the disk editing utility I would purchase. Those of you with more than 48K should hold off though. My next review will be on a pair of very good disk editor/copier utilities.

5



THE PRINT SHOP COMPANION

By Tom Sturza

Atari owners would probably agree that "THE PRINT SHOP" is one of the most popular non-game software packages sold today. At the May, 1986 M.A.C.E. meeting, we began selling picture disks out of our public domain library. All available copies sold out the first night. (Dave Zappa promises that there will be copies at all future meetings!)

Broderbund Software has announced that the "THE PRINT SHOP COMPANION" will be available for the ATARI mid-June, 1986. The following information was sent to me after I wrote and asked Broderbund why "THE COMPANION" was not going to be brought out for the ATARI.

"THE COMPANION" requires 64K of memory. The specific systems it will run on are the ATARI 800XL, 1200XL, 130XE, 65XE, 800 with Axlon or Mosaic Memory Board, and 600XL with Memory Module.

Main Features: Border Editor, Font Editor and enhanced Graphics Editor. Also, there is a new Calendar feature, a Tile Maker, a Creature Maker, as well as, 16 new fonts, 50 new borders and 24 numeric graphics.

Tina Ruppelt, Assistant Product Manager, Broderbund Software, wrote: "I'm sure you will enjoy using these new tools and features that greatly increase the power of THE PRINT SHOP. We are glad to hear from users like yourself, who are enjoying creating with THE PRINT SHOP. Please continue to write us with any questions or suggestions".

Broderbund Software, Inc.
17 Paul Drive
San Rafael, CA 94903-2101
(415) 479-1170 (no collect calls)

* * * * *

Owners of the ATARI 1027 printers can re-ink their ink pads with Sanford's Roll-on Stamp Pad Inker. It cost less than a new pad, comes in colors and each bottle contains enough ink for hundreds of pads. You'll find them in most office supply stores.



ATARIWRITER PLUS CUSTOM PRINT DRIVER CODES

Many M.A.C.E. members have recently purchased AtariWriter Plus (AW+) for their 8-bit machines. Some have experienced problems when using the print drivers created by the Custom Print Driver feature of AW+.

The information shown below comes from multiple sources: Atari Customer Service, SIG-ATARI (CompuServe) and member contributions. For the printers shown below, not all print features have been tested. If you find that something else works better, please let M.A.C.E. know.

There are still a few things that do not work exactly as defined. For example: The SG-10 does not handle underlining properly when in Near Letter Quality (NLQ) mode. If you use "inverse video" words to signify underlining in NLQ mode, you get underlined words, but they slant downwards from left to right (looks real strange). However, embedding control codes (within the text) allows underlining to work correctly. Use the following to underline text when using a SG-10 in NLQ mode:

^ means <Control> key held down

Underline ON: ^O27^O45^O1

Underline OFF: ^O27^O45^O0

EDITOR CONTROL CODES for C. Itoh
Prowriter II printers.

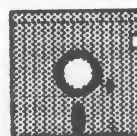
INITIALIZE EVERY LINE -> no entry
LINE FEED AND CARRIAGE RETURN -> 155
UNDERLINE OFF -> 27 89
UNDERLINE ON -> 27 88
BACKSPACE -> no entry
ELONGATE OFF -> 15
ELONGATE ON -> 14
BOLD OFF -> 27 34
BOLD ON -> 27 33
UP 1/2 LINE -> no entry
DOWN 1/2 LINE -> no entry
DOWN 1/2 LINE AND CARRIAGE RETURN -> no entry
RETURN WITH NO LINE FEED -> 155
TYPE FONT #1 (pica) -> 27 78
TYPE FONT #2 (elite) -> 27 69
TYPE FONT #3 (compressed) -> 27 81
TYPE FONT #4 (proportional) -> 27 80



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ATARIWRITER PLUS CUSTOM PRINT DRIVER CODES

EDITOR CONTROL CODES for Star SG-10
 printers.

INITIALIZE EVERY LINE -> no entry
 LINE FEED AND CARRIAGE RETURN -> 155
 UNDERLINE OFF -> 27 45 0
 UNDERLINE ON -> 27 45 1
 BACKSPACE -> no entry
 ELONGATE OFF -> 27 87 0
 ELONGATE ON -> 27 87 1
 BOLD OFF -> 27 70
 BOLD ON -> 27 69
 UP 1/2 LINE -> no entry
 DOWN 1/2 LINE -> no entry
 DOWN 1/2 LINE AND CARRIAGE RETURN -> no
 entry
 RETURN WITH NO LINE FEED -> 155
 TYPE FONT #1 (pica) -> 27 66 1
 TYPE FONT #2 (elite) -> 27 66 2
 TYPE FONT #3 (condensed) -> 27 66 3
 TYPE FONT #4 (proportional) -> 27 112 1
 TYPE FONT #5 (NLQ) -> 27 66 4

EDITOR CONTROL CODES for Star 10X printers.

INITIALIZE EVERY LINE -> 27 64
 LINE FEED AND CARRIAGE RETURN -> 13
 UNDERLINE OFF -> 27 45 0
 UNDERLINE ON -> 27 45 1
 BACKSPACE -> no entry
 ELONGATE OFF -> 20
 ELONGATE ON -> 14
 BOLD OFF -> 27 70
 BOLD ON -> 27 69 27 71
 UP 1/2 LINE -> 27 83 0
 DOWN 1/2 LINE -> 27 83 1
 DOWN 1/2 LINE AND CARRIAGE RETURN -> 27
 83 1 13
 RETURN WITH NO LINE FEED -> 13
 TYPE FONT #1 (pica) -> 27 66 1
 TYPE FONT #2 (elite) -> 27 66 2
 TYPE FONT #3 (condensed) -> 27 66 3
 TYPE FONT #4 (italics) -> 27 52
 TYPE FONT #5 (standard) -> 27 53
 TYPE FONT #6 (double strike) -> 27 71



CAN YOU HELP?

The following two requests were sent to M.A.C.E. If any of our readers can be of assistance, please write directly to Don or Joe.

Dear M.A.C.E.,

I have a disc that includes "POEM", adapted Sept., 1980, from "Programming for Poets", by Conway & Archer. Was this an article in your journal or a book? Could you send me a photo copy? Thanks,

Donald Parsons, M.D. PhD
150 Mosher Rd.
Delmar, N.Y. 12054

Dear M.A.C.E.,

Do you have any members that love basketball and who are experienced machine language programmers? Well, if you do, would any of them be interested in programming an NBA simulation with graphics? I could help with some basic design ideas and any financial help. We could start a computer sports type company, with leagues around the U.S. Please respond if you have anyone interested. Sincerely,

Joe Quilici
Pres. of ATARI Club of Oroville
7 Linda Loma
Oroville, CA 95966



July 15, 1986
General Meeting

Demo of the totally awesome Entertainment & Literary Disk Magazine - The New Aladdin! Fantastic Sound & Graphics!! Interactive stories & games!!! You've got to see it to believe it!!!! Also, Special subscriptions will be sold at this meeting. Dallas, Texas based Disk Publications, Inc. will be doing the presentation. Come early, this meeting will be held in the smaller auditorium.

Also, BBS demonstration during the 2nd half of the meeting.



FOR SALE NOVA BEAM

As you probably know by now, M.A.C.E. replaced the partially working Nova Beam with a Zenith projection TV. Now we are looking to dispose of the old Nova Beam.

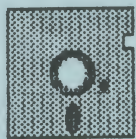
We are accepting bids from any M.A.C.E. member who might be interested in owning it. Please submit your bid in a sealed envelope to the M.A.C.E. P.O. Box or into the Suggestion Box (at the general meeting).

Be sure to include your name, address, home phone number, membership number and of course, the amount you are offering for the Nova Beam. We will accept bids until June 30, 1986.

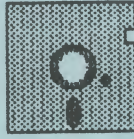
If you are the highest bidder -it's yours! You will have to pick it up from where it's stored. Also, M.A.C.E. is selling the Nova Beam "AS IS"! We assume no responsibility for it's condition or working condition.

Questions concerning the Nova Beam can be directed to Barb Franczyk, on (313) 231-2531.

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```

DISK      NAME
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JD  300/1200 AMIS
UD  AMIS XM10
YD,ZD,AE PRINT SHOP
      PICTURE DISKS

```

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BY MAIL: \$6.00/1ST
DISK, \$5.00/EACH
ADDITIONAL**

Basic Language programmers can create boot disks for their programs by using the AUTORUN.SYS file from any MACE library disk. SAVE your program on a disk along with DOS.SYS, DUP.SYS, and AUTORUN.SYS copied from a MACE disk. Now rename your program as MENU and you will have an autoloader program.

ATTENTION

IF you haven't reNEWed your MACE membership yet, STOP POKEing around. PEEK in your wallet or checkbook for \$20.00, and PRINT on the handy renewal form on this PAGE. RESTORE our faith in you by mailing your dues into the P.O. Box address, or by paying at the NEXT general meeting. Please NOTE the date in the upper right hand corner of the mailing label; it is your membership expiration date. SAVE time and possible ERROR by reNEWing now. IF you have alREADY taken care of this POINT, THEN thanks a lot! BYE

MACEMACEMACEMACEMACEMACEMACEMACEMACEMACEMACEMACEMACEMACEMACEMACE

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NEXT MEETING: 07/15/86 7:00 P.M.
IN ROOM 115 (SMALL AUDITORIUM)
SOUTHFIELD CIVIC CENTER
Evergreen and 10 1/2 Mile

Meet the next generation ... join an ATARI User Group! There are many exciting activities and new adventures to conquer, come and explore them with your fellow ATARI users.

Would you like more information? Write to the address shown below and we will mail you a M.A.C.E. Fact Sheet.

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